

THE CULT OF SLEEP

A mid-level dungeon crawl for the bravest adventuring party

Mysterious disappearances follow the townsfolk of Saltfork. They struggle to rebuild their lives after the loss of more than half their town. Can your party solve the mystery of the vanishing victims before the town tears itself apart?

PART ONE: DUNGEON SEED

This part aims to spark the story from the players. Start by reading the brief italicized text below, leaving the players to ask questions.

The Party Starts... at the end of the White Road, the expedition guild hall in Saltfork, where they overhear of the massive disappearance of most of the town's residents.

PART TWO: ALLIES & VILLAINS

This part lists potential allies and enemies for stirring up your crawl. Introduce the players to the allies early so that players have story paths to get to the dungeon.

AMAZING ALLIES

Journeymen Copel

Branded a turncoat by his faction, Copel travels the dark corners of the land to spread civilization.

Resting at Saltfork, he aims to reveal the mystery of Saltfork if his arrogance doesn't get in the way.

Folk Patricia

Faced with an arranged marriage, Patricia fled Saltfork to start a new life.

Returning to her hometown, she seeks answers to her mother's disappearance and secretly hopes to confront her husband, Vier.

Sage Bran

A cursed soothsayer turned spectre, Bran visits likeminded adventurers to set them on a grim path of vengeance.

Haunting Saltfolk, he invades dreams to put wrongs to right.

VULGAR VILLAINS

Folkfather Vier

Coveting dark power, Vier preaches isolation through his sermons to spread distrust.

Scheming in Saltfolk's church, he seeks to grow his evil congregation with kidnapping.

The Librarian

Inside the unlit catacombs of an ancient race, a terrible secret stirs.

The Librarian is trapped and aims to free itself.

The Traitor

In a rare twist, one of the player characters is the villain, masterfully crafting their subjugation to the cult.

But can she keep dodging the suspicions of the group?

PART THREE: PATHS TO THE DUNGEON

This part contains information on the three story paths leading to your dungeon. After the story begins and you've introduced several of the NPCs, ask the party which path they play (see below).

Note that all story paths funnel to the dungeon map, regardless of what the location is called (Sunken Library, Library of the Sea of Stars, or Sea Ladder).

PERILOUS PATHS

The Sleepers Below.

The party stumbles along with Journeymen Copel to unearth the Sunken Library.

Dark Starry Eyes.

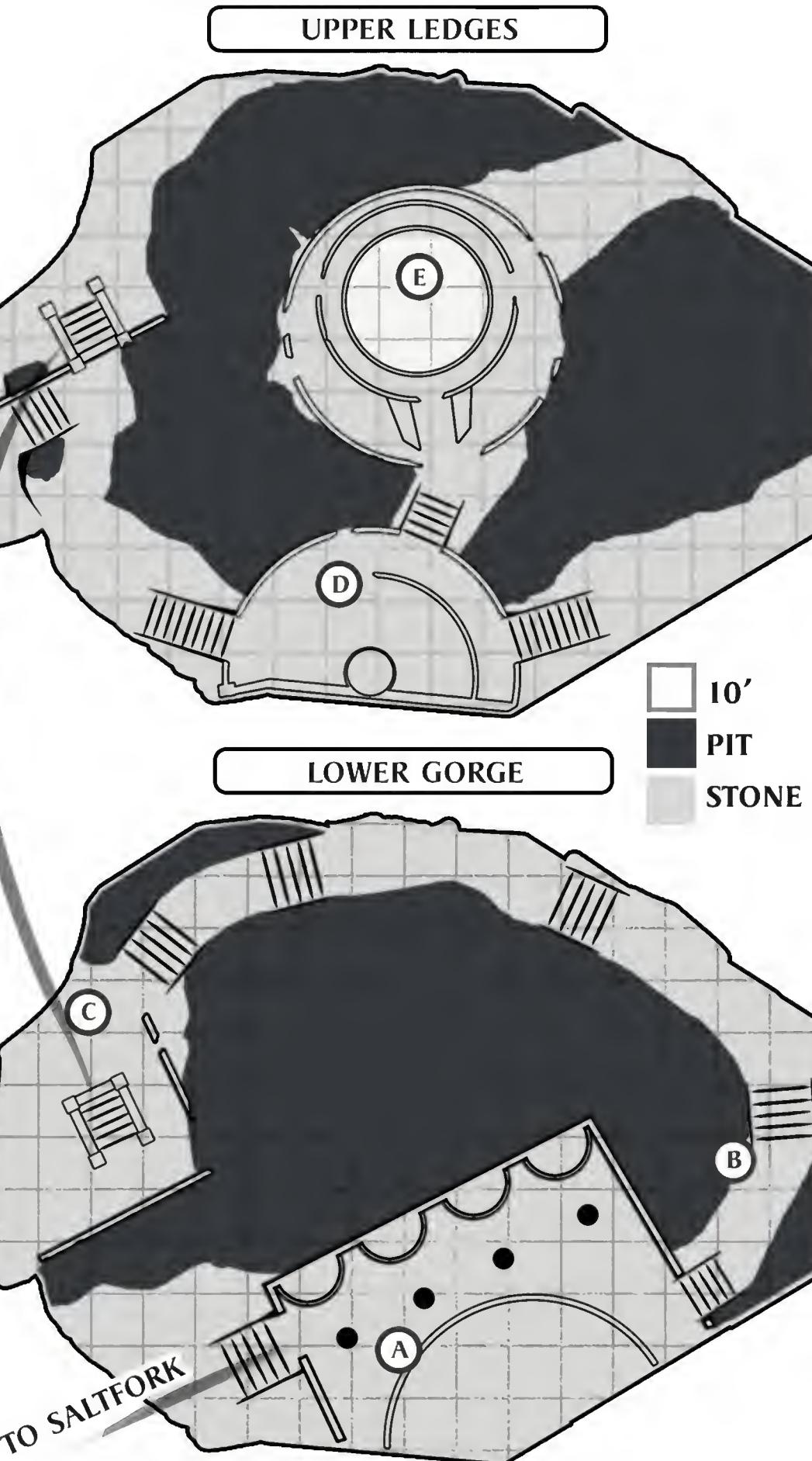
The party partners with Folk Patricia to delve the Library of the Sea of Stars.

Shadows of Sea Ladder.

The party secretly trails after Vier to the Sea Ladder.

PART FOUR: DUNGEON ENCOUNTERS

To customize the crawl, pick creatures and hazards and list those numbers to areas you would like to see them in the dungeon.

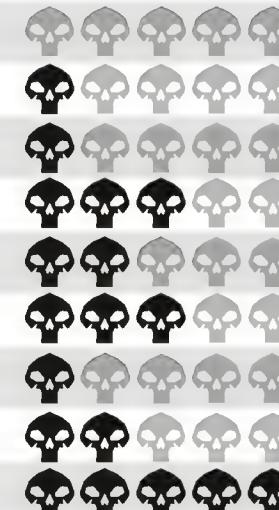


CREATURES & HAZARDS

Name (Attack)

1. Mindless (Bare Fists)
2. Cultist (Cleaver, Torch & Axe)
3. Caged Pupil (Bite)
4. Herald of Sleep (Sleep Spray)
5. Rotted Sea Devil (Claw Smash)
6. Salted Sea Devil (Claws)
7. Tutor (Sleep Spray)
8. Degenerate Watcher (Drain, Flying)
9. Eel King (Bite, Grapple, Crush)

Challenge



10. Cage tile: Stepping on a cage tile causes two barred halves to snap together. The metal cage traps a single person inside. This trap can be cancelled by bending or corroding the metal bars.

ENCOUNTER NUMBERS

A. LIVING LIBRARY

- Sea-washed Walls, Drainage Holes, stilted around Drab coral Columns
- Hollow sounding Echoes
- Fetid odor of Flotsam



B. PIT PATHWAY

- Slippery Stonepath, Eroded Edge, Darkened by Dampening Mist
- Furious tides Below
- Sharp smell of Foul Water



C. SECRET STAIRS

- Worn Walkway, Raised Walls, Overlooking the cavernous sea below
- Indistinct Murmuring
- Faint odor of Copper



D. DARK DIAS

- Crude Ramp, Strange Clawmarks, Old Blood-trails leading away
- Crashing Tidalpool
- Putrid reek of Death



E. A WARM PLACE

- Ancient runes on Walls, Murky Pool, Obscene Mural
- Faint everlasting Heartbeat
- Pungent mix of Salt and Blood



11. Sea Spray tile: Opening a container causes several jets of sea spray on nearby party members. The sea spray damages non-stone materials. The spray corrodes metal causing it to crumble unless treated. The spray affects anyone with uncovered body parts with loss of mental focus from thirst and headaches. This trap can be cancelled by treating anything in its blast radius with oil, slime, or blocked by stone.

12. Salted Pit tile: Walking over a salted pit tile causes noise and prolonged standing on the tile causes it to collapse. The noise is loud enough to cancel any attempts at sneaking. Collapsing with the tile causes the person to suffer fall damage of one story into a small pit. This trap can be cancelled by pouring water or any other liquid on it.